

Castlevania

Castlevania



Amiga



Instruction Booklet



Methodology AND CONCLUDING REMARKS

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Control Stick functions

The controller has 2 buttons on top of a Control Stick which can be used to perform the most common functions of the game. These buttons control basic movement functions using the Commanded Control Stick.

When holding the Control Stick pointing left, it will move the Control Stick from it's normal position to the left position.



If the Control Stick is held at an angled position, the directionality depends on the angle where the power is coming from. Left position will be left direction. You will move games using the Control Stick in opposite direction.



To return the control position after the game has started, let go of the Control Stick or if you return to the center position (as shown in the picture on the left) then press them while holding the L and R buttons.

The Control Stick is a great improvement. And it has had a great impact on playing. Many thanks to it.

Story

In earlier times, peace and prosperity reigned across the land, and no-one thought to question their good fortune or fear for the future...

Then, in the middle of the 17th century, a dark shadow spread across Wallachia, Transylvania, home to many a vampire legend. The spirit of the depraved and corrupt had roused the king of evil from his enforced sleep of 100 years...

Shapeshifting into a bat, a wolf, or coils of mist, he stalked the land...

Seeking the dark and shunning the light, he caused the gods to be hunted...

Damned to eternal life, he sucked the blood of one young maiden after another...

Count Dracula, Lord of Darkness and Master of the Castle of Death, had risen again...

The peace and prosperity of the people utterly destroyed, a black cloud of despair spread over the land. Evil beings roamed through the towns, and those who refused to pledge allegiance to Dracula died horrible deaths.

It was then that two warriors came forth, called by fate to hunt down the Lord of Darkness and deliver the people from his evil...

About the Game

"Countdown" is a game for one player only. Your adventure begins in the forest near Dracula's castle, then you progress towards the castle.

You select one of two different characters to play the game. The story varies depending on the character, but the ultimate aim is the same - to defeat the evil Count Dracula who has once again risen from the dead.

The two characters each have different weapons, with different offensive capabilities.

(See page 15 for details on characters).

Your character has a certain number of HP (Hit points). You lose HP when you are injured by enemy attacks, fall from traps, or fall from heights above a certain height. If your HP level drops to zero, the game is over.

(See page 15 for details on what happens when a game ends).

If you fall into deep or bottomless depressions, or from high places such as 80%, or on to certain surfaces, you are "out" and the game is over.

You can move your progress by using "White Jewel" items located at various locations on the Map screen.

(See pages 15-16 for details on moving and heading down).

(See pages 18-19 for details on items).

When you defeat an enemy, you may receive gold or a red jewel.

(See pages 16-19 for details on items).

There are many traps waiting for you beside Dracula's castle. Pay close attention to your surroundings for clues on how to proceed safely.



Game Controls



N64 Controller Pak™
Connector Slot

The Controller Pak

Preparations for using the Controller Pak

- You can save data while playing "Castlevania" if you use a Controller Pak (solid memory).
- Attach the Controller Pak to the Player 1 Controller before switching on the power to your Nintendo 64 game unit.

(See page 19-20 for details on saving and loading data.)

Check to the Controller Pak instruction manual for details on how to use the Controller Pak.)

Game Names

The memory capacity of each Controller Pak is divided into 128 pages. Nine pages are required to save "Castlevania" data. You can create four files in each "Castlevania" game file.

Controller Pak Menu

You can check what files are saved into your Controller Pak by holding down START and then switching on the power to the unit until (with the Controller Pak attached to the N64 Controller).

Controller Pak Error Messages

(In sufficient memory)

A maximum of 9 pages are necessary to save data in this game. You cannot save data with fewer than 9 free pages in the Controller Pak. You can continue on and play the game if you wish, but to play with the power function checkbox, first switch the power off then on and delete 9 pages of data from the Controller Pak menu, or attach another Controller Pak.

[Controller Pak malfunction] Check the Controller Pak to insure that it is connected correctly.]

You can continue on and play the game if you wish, but you will not be able to save or load data. If this message appears when the Controller Pak is correctly attached, the Controller Pak may be malfunctioning.

Selecting "Reset" may solve the problem but could cause data loss, so first try using a different Controller Pak.

[Controller 1 not connected]

Switch the power off, correctly attach the Controller Pak, and switch the power back on again. This game supports one controller only.

[Unknown device type]

This game does not support the Rumble Pak. Check that the Controller Pak is correctly connected and press the A button.

Controller Parts

Starting the Game

Basic Controls of the Select Screen

Control Stick (+ Control Pad) Select

A button Set

B button Cancel/Gear back

Starting Up

Insert the game card into your Nintendo 64 game unit, attach the Controller to Controller 1, check the Controller Pak is attached to the Controller, then switch on the power. Do not touch the Control Stick at this time.

Title Screen

When you switch on the power, the demo will run, followed by the Title Screen. Select either of the following and press the A button to set:

Game Start: Start playing the game (See page 7 for more details)

Options: Change game settings (See page 9 for more details)

When a Game Ends

If your character's HP falls to 0 the game ends and the Game Over Screen will appear. Select one of the following and press the A button to set:

Continue: Select Continue and the two options "Restart play from the last place you saved" and "Restart play from the beginning of the last stage" will appear. Choose one with the Control Stick (+ Control Pad) and press the A button to set.

* If you select "Restart play from the beginning of the last stage" you lose all the items you have collected so far.

Exit: Quit the current game and return to the Title Screen

File Select

Game Start: You can start a new game, load saved data, and copy and delete data from this screen.

(See pages 12-13 for details on saving and loading data.)



Game Start: Displays the File Select Screen.

Playing a new game

Select an empty file with the Control Stick (+ Control Pad), and press the A button to move to the Player Select Screen. Select a character with the Control Stick (+ Control Pad), and press the A button to start the game.

Playing a saved game

Select the saved game you wish to play with the Control Stick (+ Control Pad), and press the A button to set.

Copy: Copy a saved file.

Delete: Delete a saved file.

Exit: Return to the Title screen.

Options

You can change the button configuration of your Controller and game sound settings from this screen.



Button Config: Select one of three button configurations for your Controller (A-type, B-type, or C-type).

(See pages 14-17 for details on game controls.)

Sound Mode: Select either stereo or mono sound.

Default: Change Key Config and Sound Mode back to their default settings.

Exit: Return to the Title screen.

What You See On Screen

Clock (Sun symbol = daytime; Moon symbol = night-time)

HP

Status

Gold



Item Attack
(See pages 18-19)

Character view
(See pages
14-17)

Player

Boss HP

Jewel Points
(decreases
when you do
an item attack,
increases when
you pick up
red jewels)

Jewel Points

You lose Jewel Points when you do an item attack. The number you lose depends on the type of attack item you use. Without a sufficient number of Jewel Points, you won't be able to do item attacks. To increase your Jewel Point level, you need to pick up Red Jewels. There are two types of Red Jewels: small ones worth five points each, and big ones worth ten points each.
(See pages 18-19 for details on items.)

Sub-Screens

Press START during game play to check your current ability level and status, and to use items. Press START again to return to the game screen.

(See pages 18-19 for details on items.)

What You See On Screen



Player Status

If you are hit with special enemy attacks, your status may change in either of the following ways:

Vamp

- What causes it: Being bitten by a vampire-type enemy (does not occur in every case).
- Symptoms: You become unable to use HP restoration items and do distance attacks; then after a certain period of time turn into a vampire yourself. At this point the game ends.
- If you use a "Purifying Crystal" item, you will return to your normal status.
- If you are bitten by a vampire enemy, quickly move the Control Stick to escape.

Poison

- What causes it: Being hit with an enemy poison attack.
- Symptoms: The poison injures you at regular intervals and your HP level drops.
- If you use an "Poison Cure Ampoule" item, you will return to your normal status.
- V + P indicates simultaneous Vamp and Poison status.

Saving and Loading

- You can save data while playing "Castlevania" if you use a Controller Pad (solid supporters).
- Nine pages are required to save "Castlevania" data. You can create four files in each "Castlevania" game file.

Demo That Can Be Saved

- Your character
- Items
- Data linked with events
- Time of day
- Gold
- Type of ending (the character you were using when you closed the game and the ending)
- Option settings

Saving Demo

When you pick up a White Jewel Item (located at various places throughout the Stage screen) a save message will appear. Select Yes or No with the Control Stick (+ Control Pad), and press the A button to set.

(See pages 18-19 for details on items).

(Data is saved into the game file that you loaded).



Loading Data

1. Select "Game Start" from the Menu Screen, and press the A button to move to the File Select Screen.
2. Select the saved game you wish to play with the Control Stick (+ Control Pad), and press the A button to start playing.

Saving and Loading

Copying Data

1. Select "Copy" from the Menu Screen, and press the A button to move to the File Select Screen.
2. Select the file you wish to copy and place you wish to copy it to with the Control Stick (<- Control Pad), and press the A button to set. A confirmation message will appear on screen, select "Yes" with the Control Stick (<- Control Pad) and press the A button to copy the data.
If you copy data into a file that already contains data, the old data will be lost.

Deleting Data

1. Select "Delete" from the Menu Screen, and press the A button to move to the File Select Screen.
2. Select the file you wish to delete with the Control Stick (<- Control Pad), and press the A button to set. A confirmation message will appear on screen, select "Yes" with the Control Stick (<- Control Pad) and press the A button to delete the data.
If you copy data into a file that already contains data, the old data will be lost.
Data that has been deleted cannot be retrieved, so be careful when deleting.

Game Controls

Game Controls (A-type Controller Configuration)

Moving Your Character

- Walking, Running, and Turning (Control Stick)

Press the Control Stick in the direction you want to go to walk. Press it further down to run. Press it quickly in the opposite direction when needing to turn around.

Stopping (Control Stick)

Gently move the Control Stick back into the neutral position when walking or running to gradually come to a stop. Move it quickly back into position to stop quickly.

- Crouching (Z button)

- Moving While Crouching (Z button + Control Stick)

Press the Z button to crouch. Move the Control Stick while crouching to advance in the direction pressed in a crouching position.

- Vertical Jump (A button)

- Moving Jump (Control Stick + A button)

Press the A button to jump vertically. Move the Control Stick while jumping to jump in the direction pressed.

(It's possible to overlap your direction command with jump).

- Hanging and Climbing (A button + Control Stick)

You can hang by both hands from blocks or ledges normally too high to reach if you grab hold of them while jumping. Hold down the A button and move the Control Stick to advance hand over hand. (This may not always be possible if the surface is slightly inclined). Grab hold of blocks or ledges in the same way when falling to hang from them. While hanging, press UP to climb onto the ledge, providing that there is enough room.

(Press X button when hanging from something).

- Sliding (Control Stick + Z button)

Move both hands off, into a slide.

This can trigger enemies by sliding past them if you get the timing just right.

- Changing Camera Perspective (C button pressed up)

Switch between the following camera modes:

Normal view: Standard camera perspective.

Birds view: The best perspective to see where lightning.

Action view: The best perspective to use when executing action.

Game Controls

The camera will switch to a special perspective when you fight boss characters and during certain scenes. You cannot change the perspective of these scenes.

- Opening Boxes/Pickups or Objects/Talking to People/Picking Up Items (C button pressed right)

Touch a door and press the C button right to open it and move into the adjoining room. You can also use the C button in this way to search your surroundings, upgrade petitions and items, and pick up items. If you meet characters who look like they might have something useful to tell you, press the C button right to talk to them.

- Using Items (START)

If you see items, press START to display the Sub-Screen. Select an item with the Control Stick (+ Control Pad), and press the A button to use it. (See pages 18-19 for details on items.)

- Changing View (C button up + Control Stick)

Keep the C button pressed up and press the Control Stick to rotate around and look at your surroundings.

Other ways to do this when your character is not engaged in other actions:

- Locking On (R button)

Press the R button to lock on to the enemy closest to you within a certain radius. This makes it easier to attack.

- A red ring indicates an enemy you have locked on to.
- A yellow ring indicates an enemy available for you to lock on to.

- Attacking

- Attack 1 (Close-range attack) (B button)

Attack using your close-range weapon (daggers or energy bullet). (See pages 20-21 for details on characters.)

- Attack 2 (Short-range attack) (C button pressed left)

Attack using your short-range weapon (dagger or ring). (See pages 20-21 for details on characters.)

- Long Attack (C button pressed down)

Use Novel Power to deliver an attack from off your enemy. (See pages 20-21 for details on Novel Power.)

(See pages 18-19 for details on items.)

Game Controls

Game Controls (D-Pad Controller Configuration)

Moving Your Character

- Walking/Running/Turning/A-Shooting (Control Stick)
 - Crouching (C button)
 - Moving While Crouching (C button + Control Stick)
 - Vertical jumps (A button)
 - Moving Jumps (Control Stick + A button)
 - Landing (A button + Control Stick)
 - Sliding (Control Stick + C button up)
 - Opening Boxes/Opening of Objects/Taking In Purple/Picking Up Items (C button pressed right)
 - Using Tools (START)
- (See pages 26-29 for details on items.)
- Changing View (C button pressed up + Control Stick)
 - Looking Up (A button)

Attacking

- Attack 1 (Distance attack) (B button)
 - Attack 2 (Close-range attack) (C button pressed left)
- (See page 28 for details on characters.)
- Item Attack (C button pressed down)
- (See pages 26-29 for details on Items.)
- Change Camera Perspective (Z button)

Game Controls

Game Controls (C-Type Controller Configuration)

Navigating Your Character

- Walking, Running, Turning, & Slipping (Control Stick)
 - Crouching (B button)
 - Moving Vehicle: Crouching (B button + Control Stick)
 - Vertical Jump (A button)
 - Moving Jump (Control Stick + A button)
 - Lumping (A button + Control Stick)
 - Sliding (Control Stick + R button)
 - Opening Boxes/Opening or Objects/Holding In People/Picking Up Items (C button pressed right)
 - Using Items (EASAT)
- (See pages 10-11 for details on items.)
- Overdrive Power (C button up + Control Stick)
 - Locking On (C button pressed forward)

Jumping

- Jump 1 (Hold down left stick) (C button)
 - Jump 2 (Short press left stick) (C button)
- (See page 10 for details on characters.)
- High Attack (C button pressed left)
- (See page 10 for details on Hand Weapons.)
- (See page 10-11 for details on items.)
- Changing Camera Perspective (C button pressed UP)

Items

Attack Items

Attack items like "arrows" automatically attack when you pick them up. You can use them immediately, and as many times as you want, provided you have sufficient Level Points. You lose your ability to do these attacks if your Level Point level falls too low.

* The number in brackets indicates the number of Level Points you need for that item attack.

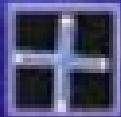
(See page 10 for details on the game screen.)

(See page 20 for details on how to pick up items.)



Holy Water (0)

Turns back ice and repels your enemies.



Cross (0)

Spins around and around in a circle towards your opponent.



Axe (0)

Flings it at you towards your enemies.

Knife (0)

Flings knife and straight towards its target.



HP Restoration Items

These items can be used only once.



Roast Beef

Restores most of your HP.



Roast Chicken

Restores a little HP.

Items

Special Restoration Items

These items can be used only once.



Purifying Chalice

Gives you life if you are bitten by a vampire.



Moon-Eye Ampoule

Gives you life preserving.

Other Items

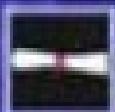
These items can be used as many times as you want.



Saving Jewel

Allows you to save your progress.

(See page 12 for details on saving data.)



Contact

Provides the mysterious information about Nosferatu which you can buy from.



Jewel Points

Increase your Jewel Points.

You gain up Jewel Points whenever you do Alien attacks.

(See page 13 for details on Jewel Points.)



Gold

Use for buying items.

(See page 20 for details on buying items.)

Key

Opens locked doors.

Once you've obtained this item, locked doors will unlock automatically when you try to open them, and the key corresponding to that door will be used to. (See pages 15-17 for details on how to open doors.)



Obtaining Items

You can obtain items in three ways: by picking them up from the Map screen, by collecting them during events, and by buying them. (You can sometimes obtain Items from the Map screen by destroying bushes and other objects. Keep your eyes open - Items could be hidden anywhere.)

Picking Up Items from the Map Screen

Move in close to the item, and press the C button to the right to pick it up.

- Note: This may vary depending on the type of game controls you are using. See page 20 for directions how to pick up Items.

Collecting Items During Events

Some Items can only be obtained during events. The way in which they can be obtained depends on the event.

Buying Items

To enter the mysterious underground Room and buy Items from him, move to his desk ("Chest") item on the Map Screen and press the C button to the right to pick it up. (The Chest can be found in various places on the Map Screen.)

Items Available for Purchase



Healing Kit Completely restores your HP and MP.

Sur Card Fast forwards the time to purchase.



Slow Card Fast forwards the time to purchase.

* There are many other Items for you to find in addition to the ones described above.

Character Profiles

Ruthiehardt Schneider

Head of the ancient Beloved clan of vampire hunters, the blood-drinking trio is opposed the might of Count Dracula. Wielding the holy wings of the guardian, the young vampire killer begins his quest.

Attack 1 (Distance attack) **Wing**

Attack 2 (Short-range attack) **Beamer**

Carmilla Rossmakler

A young girl gifted with great magical powers, featuring Dracula's virtue, she sets off alone to the dark castle. Here she must wield her inherited power in the fight against evil.

Attack 1 (Distance attack) **Burning energy ball**

• Hold down the B button for a short time, then release to do a most powerful attack.

Attack 2 (Short-range attack) **Ring attack**



Monsters

Skeleton Warriors

Skeletons brought to life by the necromantic power of Count Dracula. Skeleton Warriors are proficient in attacking with weapons and in combat with other monsters. Skeleton Warriors have the power to resurrect over and over again after being killed.



Lizard Men

A half-man, half-lizard anti-human species found in the depths of the very bottom of Dracula's castle. Lizard Men tend to move around in groups, and are skilled at hunting in packs. They are extremely intelligent, and are armed with both bows and shields.



Monsters



Steel Knight

These plated knights are armored for all eternity to guard Desecre's castle. Highly skilled with a pike and long sword, they make for a formidable enemy.

Pillar of Bones

An enormous, ancient statue made of the skulls of giant bones, used to protect Desecre's castle. It attacks with balls of flame or breath of fire.



Vampires

Desecred to eternal life by the curse of the evil Count, vampires are active after sunset and in dark corners of the castle when the sun never shines. They attack secretly in search of warm human blood. Be on your guard - they sometimes disguise themselves as villagers in order to get close to you.

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